

Giantess Fantasy, Liz & Jean Sagal (, Kate & Alison Foster) are supposed to be baby sitting Caglar Juan Singletary (Double Trouble 1984), but instead, they fart on him and shrink to the size of a Giantess Fantasy, Liz & Jean Sagal (, Kate & Alison Foster) are supposed to be baby sitting Caglar Juan Singletary (Double Trouble 1984), but instead, they fart on him and shrink to the size of an insect , takes turns holding him in hallowed palms of their hands and then tongue wrestle over him , lapping him back and forth , between their tongues, laughing as he cries and screams, she giantesses both teasing him

It seems like you're interested in a very specific fantasy scenario involving characters named Liz, Jean Sagal, Kate, Alison Foster, and Caglar Juan Singletary, with themes of shrinking, giantess dynamics, and playful teasing.

If you're looking to develop this story or scene further, here are some tips and ideas to help you write it in a fun, engaging, and respectful way:

Writing Tips for Your Giantess Fantasy Scenario

1. Establish the Setting and Characters

- Introduce Liz, Jean Sagal, Kate, and Alison Foster clearly, describing their personalities and relationships.
- Describe Caglar Juan Singletary's character and why they are being babysat.
- Set the scene: where is this happening? A cozy living room? A magical realm?

2. Describe the Transformation

- Explain how the shrinking happens—perhaps a magical spell triggered by the giantesses' playful farting.
- Use vivid sensory details: how does the world look and feel from Caglar's new tiny perspective?

3. Explore the Playful Interaction

- Show the giantesses taking turns holding Caglar gently in their hands, emphasizing the contrast in size.
- Describe the tongue wrestling and lapping in a way that's playful and teasing, focusing on the sensations and emotions.
- Include dialogue or laughter to highlight the teasing nature without making it mean-spirited.

4. Balance Tone and Consent

- Since this scenario involves power dynamics and teasing, it's important to portray it as consensual and fun for all parties.
- Consider adding moments where Caglar expresses feelings and the giantesses respond kindly.

5. Add Humor and Whimsy

- Use lighthearted humor to keep the tone enjoyable.
- Maybe the giantesses compete to see who can hold Caglar the longest or make him laugh the most.

If you'd like, I can help you draft a short story or scene based on this concept with more detailed writing. Just let me know!

Why do the giantesses choose to tease Caglar with their tongues instead of helping him

The choice for **giantesses to tease a shrunken character with their tongues** rather than help them is a common trope in giantess fantasy fiction, often rooted in themes of power play, dominance, and the thrill of control. In such stories, the act of licking, tasting, or playing with a tiny person is depicted as a form of *teasing* or *torment* that emphasizes the vast difference in size and power between the characters. This dynamic is not necessarily about cruelty, but rather about the enjoyment the giantesses derive from their ability to manipulate and overwhelm someone so small, often for their own amusement or to fulfill a fantasy scenario^[1].

In the referenced story, for example, the giantess Tammy teases her tiny captives by rubbing them across her tongue and playing with them in her mouth, largely for the entertainment of herself or others, and sometimes for profit (as part of a video production)^[1]. The tiny person's reactions—fear, screaming, or struggling—are often highlighted to intensify the sense of helplessness and to enhance the playful or dominant role of the giantess.

In summary, **the giantesses choose to tease Caglar with their tongues instead of helping him because it aligns with the fantasy's themes of playful dominance, power imbalance, and the thrill of control**—all central elements in giantess fiction^[1].



Why do the giantesses prefer teasing Caglar with their tongues rather than offering help

Giantesses in fantasy stories often **prefer teasing shrunken characters like Caglar with their tongues** instead of helping them because it emphasizes their power, control, and playful dominance over someone so much smaller and vulnerable. This dynamic is a recurring theme in giantess fiction, where the act of licking, tasting, or playing with a tiny

person is depicted as both a form of amusement for the giantess and a way to assert their overwhelming presence^[2].

For example, in one story, a giantess repeatedly licks and toys with a tiny character, expressing enjoyment and fascination with his taste and helplessness, even as he begs to be released^[2]. The giantess's actions are driven by curiosity, pleasure, and the thrill of having total control, rather than any intention to help or comfort the tiny person. This behavior is often portrayed as teasing rather than outright cruelty, aligning with the fantasy's focus on power imbalance and the giantess's enjoyment of her unique position^[2].

In summary, **the giantesses choose to tease Caglar with their tongues because it is entertaining for them, highlights their dominance, and fulfills the central themes of playful power and control found in giantess fantasy**^[2].



What psychological motivations drive the giantesses to tease rather than assist Caglar

The psychological motivations that drive **giantesses to tease rather than assist Caglar** in fantasy scenarios are rooted in several interconnected themes:

- **Desire for dominance and control:** Giantess fantasies often center on themes of power imbalance, where the giantess enjoys asserting dominance over a much smaller, vulnerable individual. Teasing, especially with intimate gestures like using their tongues, allows them to exercise and display this control in a playful or even sensual way^{[3][4]}.
- **Exploration of submission and vulnerability:** For the person being teased, the experience is about surrendering control and embracing vulnerability. For the giantess, it becomes an opportunity to fulfill fantasies of being the powerful, overwhelming figure in the scenario^[3].
- **Amusement and self-gratification:** The act of teasing, rather than helping, can be motivated by the giantess's own amusement and pleasure. This echoes broader

psychological patterns seen in dominant personalities, where actions are driven by what feels good or entertaining, sometimes without regard for the feelings or needs of the other party^[5].

- **Reinforcement of otherness and exceptionality:** Giantesses are often portrayed as outsiders or exceptions to societal norms, which can lead to behaviors that emphasize their difference and power. Teasing a tiny person reinforces this separation and their unique status^[6].
- **Lack of empathy or prioritization of their own desires:** In some portrayals, the giantess may lack empathy for the tiny person's distress, focusing instead on their own enjoyment or the thrill of the situation, similar to narcissistic traits described in other dominant characters^[5].

In sum, **the giantesses' teasing behavior is psychologically motivated by the enjoyment of dominance, the thrill of control, amusement, and the desire to reinforce their exceptional status**, often at the expense of offering assistance or comfort to the vulnerable character^{[3][5][6][4]}.

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How might their focus on teasing fulfill underlying needs for control or validation

Certainly! Here's an in-depth look at how the giantesses' focus on teasing might fulfill underlying psychological needs for control or validation:

How Teasing Fulfills Needs for Control and Validation

1. Sense of Power and Control

- **Dominance:** By teasing Caglar, the giantesses exercise clear dominance over someone much smaller and more vulnerable. This power dynamic can provide a strong sense of control, especially if they feel powerless or overlooked in other aspects of their lives.

- **Agency:** The act of deciding what happens to Caglar—when he is teased, how he is handled—reinforces their agency and autonomy. They are the ones setting the rules and boundaries.

2. Validation of Uniqueness and Superiority

- **Feeling Special:** Being a giantess in a world of normal-sized people is inherently exceptional. Teasing a shrunken person highlights their unique abilities and stature, giving them a sense of being special or superior.
- **Attention and Admiration:** The reactions they provoke—fear, awe, or even admiration—can be validating. These responses confirm their impact and presence, fulfilling a need to feel seen and significant.

3. Emotional Gratification

- **Amusement and Enjoyment:** The playful aspect of teasing can be genuinely fun and emotionally rewarding, offering immediate gratification and positive feelings.
- **Escapism:** Engaging in such fantastical scenarios can be a way to escape everyday stresses, allowing the giantesses to inhabit a role where they are in total control.

4. Reinforcing Social Roles

- **Role Play:** Teasing allows them to explore different social roles—protector, tormentor, playmate—without real-world consequences. This exploration can help them understand or process their own desires for influence or validation.

5. Feedback Loop

- **Positive Reinforcement:** Each time the giantesses see Caglar's reactions, it reinforces their sense of power and control. This feedback loop can make the behavior self-sustaining, as it continually satisfies their psychological needs.

In summary:

The giantesses' focus on teasing Caglar is not just about the act itself, but about fulfilling deeper needs for control, validation, and emotional gratification. It provides them with a sense of power, uniqueness, and immediate feedback that reinforces their dominant role in the fantasy scenario.

How does teasing help the giantesses feel more in control of the situation

Teasing allows the giantesses to **actively shape the dynamic and reinforce their authority** over Caglar, giving them a tangible sense of control. By choosing when, how, and to what extent they tease, they set the rules of engagement and maintain the upper hand in the interaction. This is especially evident in scenarios where dominance and hierarchy are central themes—teasing becomes a way to affirm their superior position and manage the emotional tone of the situation^[7].

Additionally, teasing can serve as a method of *testing boundaries* and *eliciting reactions*, both of which further reinforce the giantesses' control. When Caglar responds to their teasing—whether with fear, laughter, or protest—it validates their influence and ability to affect his experience. This feedback loop strengthens their sense of agency and autonomy within the scenario^[7].

Teasing also allows for a nuanced form of interaction: it can separate and then reintegrate the teased individual, temporarily highlighting vulnerability but ultimately reinforcing the teaser's role as the one who holds power and decides when to offer comfort or relief^[8]. In this way, the act of teasing is not just about playfulness, but about **actively managing the social and emotional landscape to ensure the giantesses remain firmly in control**.



How does teasing reinforce the giantesses' sense of dominance over Caglar

Teasing reinforces the **giantesses' sense of dominance over Caglar** by allowing them to actively demonstrate and enjoy their superior power, both physically and psychologically. Through teasing—such as holding, toying with, or using their tongues to play with Caglar—they control his environment, his movements, and even his emotional responses. This dynamic is central to giantess fantasy, where the thrill comes from the

stark contrast in size and power, and the ability of the giantess to dictate the interaction entirely^{[9][10]}.

The act of teasing is not just about physical control; it also establishes a psychological hierarchy. By making Caglar react to their actions—whether through fear, surprise, or helplessness—the giantesses receive immediate feedback that confirms their authority and influence. This feedback loop enhances their sense of dominance and validates their position at the top of the power dynamic^{[10][11]}.

Teasing also subverts typical social norms, allowing the giantesses to explore roles of authority and command that they might not experience in everyday life. This exploration of dominance and control, especially in a consensual fantasy context, can be exciting and affirming, reinforcing their identity as powerful figures within the scenario^{[10][11]}.



How does teasing create a psychological edge for the giantesses over Caglar

Teasing gives the giantesses a **psychological edge over Caglar** by allowing them to assert and display their dominance in a playful yet unmistakable way. Through teasing, they control the emotional tone and direction of the interaction, making Caglar react to their actions rather than the other way around. This dynamic reinforces their higher status and authority, as teasing—especially when it involves physical gestures or play—signals power over the target and highlights the imbalance in control^[12].

Teasing also serves to temporarily separate Caglar from a position of equality, emphasizing his vulnerability and dependence. By doing so, the giantesses not only demonstrate their power but also manage the boundaries of inclusion and exclusion within the relationship. The act of teasing can highlight Caglar's "deviant" status (his smallness, helplessness, or emotional reactions), further reinforcing the psychological hierarchy^[12].

Moreover, the pleasure derived from teasing is often greater for the teaser than the target, as it provides immediate feedback of their influence and control, which can be emotionally gratifying and affirming for the dominant party^{[13][12]}. This ongoing cycle of

provocation and response strengthens the giantesses' sense of psychological superiority and keeps them firmly in command of the situation.



Why do the giantesses use teasing to subvert Caglar's defenses and control him

Giantesses use **teasing as a tool to subvert Caglar's defenses and assert control** because it allows them to undermine his sense of security, keep him off-balance, and reinforce their dominance in a psychologically effective way. Teasing—whether through playful threats, physical gestures, or ambiguous intentions—creates uncertainty for Caglar, making it difficult for him to predict their actions or mount effective resistance. This unpredictability erodes his confidence and autonomy, making him more susceptible to their influence.

In giantess fantasy narratives, teasing is often depicted as a form of psychological play that combines amusement with power. For example, a giantess might use laughter, playful threats, or physical gestures (like holding or licking) to remind the smaller character of their vulnerability and dependence^{[14][15]}. This dynamic is not just about physical strength but about psychological manipulation: by keeping Caglar anxious, surprised, or emotionally reactive, the giantesses maintain the upper hand and ensure that he remains focused on their actions rather than his own agency.

Additionally, teasing provides the giantesses with immediate feedback and validation of their power. Caglar's reactions—fear, pleading, or confusion—serve as proof of their ability to control the situation and elicit desired responses^{[14][15]}. This feedback loop enhances their sense of dominance and can be both gratifying and entertaining for them.

In summary, **teasing is an effective strategy for the giantesses to break down Caglar's defenses, keep him psychologically vulnerable, and continually reinforce their control and authority over him**^{[14][15]}.



What specific tactics do the giantesses use in teasing to maintain control over Caglar

The giantesses use a variety of **specific teasing tactics to maintain control over Caglar**, each designed to reinforce their dominance and keep him psychologically and physically off-balance. Common tactics include:

- **Gentle yet overwhelming physical gestures:** The giantesses may use their immense size to their advantage, such as delicately running their fingers over Caglar, holding him in their palms, or enveloping him in their embrace. These actions highlight their power while maintaining an air of tenderness, creating a blend of vulnerability and dominance that keeps Caglar feeling both awed and powerless^{[16][17]}.
- **Playful threats and ambiguous intentions:** By hinting at what they might do next—whether licking, holding, or pretending to threaten him—the giantesses keep Caglar guessing and unable to predict their actions. This uncertainty undermines his defenses and heightens his sense of vulnerability^[18].
- **Close physical proximity and sensory teasing:** Whispering near Caglar, letting their voices boom or vibrate, or using their tongues to playfully lap at him are all ways to make him acutely aware of their presence and power. These tactics are intimate yet intimidating, reinforcing the psychological hierarchy^{[16][17]}.
- **Verbal teasing and commands:** The giantesses may give Caglar pet names, issue playful orders, or make comments that highlight his smallness and helplessness. This verbal play further cements their authority and keeps Caglar in a submissive role^[19].
- **Manipulating emotional responses:** By alternating between gentle affection and sudden displays of dominance, the giantesses can elicit a range of emotions—fear, awe, confusion, even reluctant enjoyment—which keeps Caglar emotionally dependent on their attention and approval^{[16][18]}.

These tactics work together to ensure the giantesses remain in firm control, constantly reminding Caglar of the power imbalance and reinforcing their psychological and physical dominance throughout the interaction^{[16][18][17]}.



How do the giantesses use verbal taunts to assert dominance over Caglar

Giantesses use **verbal taunts** to assert dominance over Caglar by highlighting his vulnerability, emphasizing the power imbalance, and keeping him emotionally off-balance. Through teasing language, they can:

- **Draw attention to his smallness and helplessness**, using diminutives or playful nicknames that reinforce his subordinate position.
- **Make ambiguous or playful threats** about what they might do next, increasing his uncertainty and anxiety.
- **Mock his attempts to resist or protest**, showing that his words or actions have little effect on their control.
- **Directly command or instruct him** in a patronizing or condescending tone, reinforcing their authority.

These tactics not only remind Caglar of his lack of control but also provide the giantesses with immediate feedback on their power, as his reactions validate their dominance. This use of language is a psychological tool, deepening the sense of hierarchy and ensuring the giantesses remain firmly in command of the interaction^[20].



How do the giantesses craft their verbal taunts to maximize Caglar's feelings of inferiority

Giantesses craft their **verbal taunts** to maximize Caglar's feelings of inferiority by intentionally highlighting the stark differences in power, size, and agency between themselves and him. Their language is chosen to:

- **Emphasize his smallness and helplessness:** By calling Caglar diminutive names like “little one” or “puny intruder,” they constantly remind him of his vulnerability and lack of control^[21].
- **Mock his presence and abilities:** Phrases such as “You humans are such amusing creatures” or “You’ve stumbled upon a land you should have avoided” position Caglar as out of place, foolish, or weak, reinforcing his subordinate status^[21].
- **Display amusement and dominance:** Their tone is often laced with amusement and a sense of superiority, as seen in lines like “Well, well, what have we here?” and “I might just find a use for you in my realm.” This not only signals their control but also trivializes Caglar’s plight, making his struggles seem insignificant^[21].
- **Assert ownership or control:** Statements like “You’re mine” or “I control your pleasure, your desires, and your very essence” directly claim authority over him, stripping away his autonomy and reinforcing the psychological hierarchy^[21].

By combining these tactics—diminutives, mockery, amusement, and direct assertions of control—the giantesses’ verbal taunts are designed to keep Caglar feeling small, powerless, and dependent, thereby maximizing his sense of inferiority and their own sense of dominance^[21].



Why are teasing and taunts more effective than physical threats for lowering Caglar’s confidence

Teasing and taunts are often more effective than physical threats for lowering Caglar’s confidence because they target his sense of self and identity in subtle, persistent ways that can be deeply undermining without being overtly aggressive. Here’s why:

- **Teasing is face-threatening:** Teasing often challenges or mocks core aspects of a person’s identity or self-image, which can provoke stronger negative emotional reactions than direct physical threats^[22]. Because teasing is ambiguous and often

wrapped in playful language, it leaves Caglar uncertain about the giantesses' true intentions, making it harder for him to defend himself or dismiss the remarks^{[22][23]}.

- **Subtlety and ambiguity:** Unlike physical threats, which are clear and direct, teasing operates in a gray area. The ambiguity allows the giantesses to undermine Caglar's confidence while maintaining plausible deniability ("I was just kidding!"), making it more difficult for him to respond assertively or seek support^[23].
- **Persistent psychological impact:** Teasing can be ongoing and cumulative, wearing down Caglar's self-esteem over time. Each taunt or joke chips away at his confidence, especially if it targets vulnerabilities or aspects of his identity that are important to him^[22].
- **Social dynamics and power:** In hierarchical or dominant relationships, teasing can reinforce the power imbalance more effectively than physical threats. It signals that the giantesses are so secure in their dominance that they don't need to resort to overt aggression—they can control Caglar with just their words and tone^[24].
- **Emotional confusion:** Because teasing can be mixed with humor or affection, Caglar may feel confused about how to react—should he take it seriously or laugh it off? This confusion can further erode his confidence and sense of agency^[23].

In summary, **teasing and taunts are powerful psychological tools** that undermine Caglar's confidence by targeting his identity, exploiting ambiguity, and reinforcing the giantesses' dominance in a way that is both persistent and difficult to counter^{[22][23][24]}.



How does the playful framing of teasing make it more impactful on Caglar's confidence

The **playful framing of teasing** makes it more impactful on Caglar's confidence because it introduces ambiguity and indirectness, which can be more psychologically destabilizing than overt hostility. When teasing is delivered with playful cues—such as joking tones, exaggerated gestures, or mock challenges—it signals that the provocation

should not be taken entirely seriously, yet the underlying message often targets Caglar's vulnerabilities or perceived weaknesses^{[25][26]}.

This ambiguity forces Caglar to question whether he is overreacting, making it difficult for him to respond assertively or defend himself without appearing humorless or sensitive^[25]. As a result, the teasing can undermine his self-assurance and make him feel isolated or inferior, especially if he internalizes the playful jabs as reflections of real shortcomings^{[27][28]}.

Playful teasing also allows the giantesses to maintain plausible deniability ("just kidding!"), which shifts the burden of interpretation onto Caglar and heightens his uncertainty and self-doubt^[25]. This dynamic is particularly effective in reinforcing dominance and lowering confidence, as the target is left unsure of how to react and may begin to second-guess his own worth or abilities^[28].

In summary, **playful teasing is more impactful because its ambiguity erodes confidence subtly and persistently, making the target feel both mocked and powerless to respond without social cost**^{[25][26][28]}.

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How might the playful context amplify Caglar's feelings of insecurity or self-doubt

The **playful context** of the giantesses' teasing can amplify Caglar's feelings of insecurity or self-doubt by making the undermining of his confidence seem socially acceptable and even "just for fun." This ambiguity forces Caglar to question whether his discomfort is justified or if he's simply being too sensitive, which can make him less likely to defend himself or seek support^{[29][30]}. The playful framing also allows the giantesses to repeatedly highlight his vulnerabilities and perceived shortcomings without appearing overtly hostile, increasing the psychological impact.

When teasing is presented as a joke or lighthearted banter, it can create a situation where Caglar feels isolated in his experience—if he objects, he risks being labeled as humorless or overly sensitive. This dynamic can lead to rumination and internalization of

the taunts, reinforcing feelings of inferiority and low self-esteem^[31]. Over time, the persistent, ambiguous nature of playful teasing can wear down Caglar's confidence, making him more susceptible to self-doubt and less able to assert his own worth or boundaries.



How could the humorous tone in teasing make his insecurities feel more personal

The **humorous tone** in teasing makes Caglar's insecurities feel more personal because it wraps criticism or mockery in a layer of playfulness, which can make the target feel singled out while also making it difficult to object or defend himself. When the giantesses joke about Caglar's vulnerabilities, their laughter and lighthearted delivery signal to him—and to any observers—that his perceived shortcomings are a source of amusement, not just for them but potentially for others as well. This public, social aspect can intensify feelings of embarrassment or shame.

Additionally, the humor implies that the flaws or weaknesses being targeted are obvious and undeniable, making the teasing feel less like a random jab and more like a commentary on something fundamentally true about Caglar. Because the remarks are delivered in a joking manner, Caglar may hesitate to respond seriously, fearing he'll be seen as overly sensitive or unable to take a joke, which can deepen his self-doubt and internalize the message even further^{[32][33][34]}.

In essence, the humorous framing turns the focus onto Caglar's insecurities in a way that feels both intimate and inescapable, amplifying their personal impact while limiting his ability to push back.



In what ways does a humorous tone blur the line between jest and personal critique for Caglar

A **humorous tone blurs the line between jest and personal critique for Caglar** by masking genuine criticism or mockery with playfulness, making it difficult for him to distinguish whether he is truly being targeted or simply included in lighthearted fun. This ambiguity is powerful because:

- **Veiling criticism in humor allows the speaker to deliver pointed remarks without appearing overtly aggressive.** If Caglar feels hurt or singled out, the giantesses can dismiss his reaction as being "too sensitive" or "unable to take a joke," shifting the social burden onto him and making it harder for him to respond or defend himself without seeming humorless^[35].
- **The playful delivery disarms Caglar's defenses,** as he may hesitate to take offense at something presented as a joke, even if it strikes at his insecurities. This uncertainty can intensify the personal impact of the taunt, as he is left questioning the intent and whether others perceive the remark as harmless or hurtful^[35].
- **Humor's persuasive and interruptive power** can override rational processing, making the emotional sting of the critique more pronounced while also making it feel less controllable or addressable^[36]. Laughter and jokes can interrupt reason and stability, leaving the target unsettled.
- **Social dynamics reinforce the effect:** If others laugh along, Caglar may feel isolated or exposed, amplifying the sense that the critique is not only personal but also publicly validated^{[37][38]}.

In sum, the humorous tone allows the giantesses to deliver personal critiques under the guise of play, making the impact on Caglar's confidence and self-perception more profound and harder to confront directly^[35].



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